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1 A toolkit for negotiation support interfaces to multi-dimensional data   ■
Michael Gebhardt, Matthias Jarke, Stephan Jacobs
June 1997 **ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data SIGMOD '97**, Volume 26 Issue 2
Publisher: ACM Press

Full text available: 🔲 pdf(1.80 MB)   Additional Information: full citation, abstract, references, citings, index terms

CoDecide is an experimental user interface toolkit that offers an extension to spreadsheet concepts specifically geared towards support for cooperative analysis of the kinds of multi-dimensional data encountered in data warehousing. It is distinguished from previous proposals by direct support for drill-down/roll-up analysis without redesign of an interface; more importantly, CoDecide can link multiple views on a data cube for synchronous or asynchronous cooperation by multiple ana ...

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2 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems   ■
M. L. Kherfi, D. Ziou, A. Bernardi
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1
Publisher: ACM Press

Full text available: 🔲 pdf(294.13 KB)   Additional Information: full citation, abstract, references, citings, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

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3 Three dimensional visualization of the World Wide Web   ■
Steve Benford, Ian Taylor, David Brailsford, Boriana Koleva, Mike Craven, Mike Fraser, Gail Reynard, Chris Greenhalgh
December 1999 **ACM Computing Surveys (CSUR)**

10\802,442

Publisher: ACM Press

Full text available: pdf(388.64 KB)   Additional Information: full citation, references, citings, index terms

4 Enhancing teaching using the Internet: report of the working group on the World Wide
Web as an interactive teaching resource

Stephen Hartley, Jill Gerhardt-Powals, David Jones, Colin McCormack, M. Dee Medley, Blaine
Price, Margaret Reek, Marguerite K. Summers
June 1996 **ACM SIGCSE Bulletin , ACM SIGCUE Outlook , Proceedings of the 1st.
conference on Integrating technology into computer science education
ITiCSE '96**, Volume 28 , 24 Issue SI , 1-3.
Publisher: ACM Press

Full text available: pdf(1.26 MB)   Additional Information: full citation, references, citings, index terms

5 Implementing shared manufacturing services on the World-Wide Web

J. W. Erkes, K. B. Kenny, J. W. Lewis, B. D. Sarachan, M. W. Sobolewski, R. N. Sum
February 1996 **Communications of the ACM**, Volume 39 Issue 2
Publisher: ACM Press

Full text available: pdf(404.10 KB)   Additional Information: full citation, references, citings, index terms

6 OFFICETECH: a new paradigm in office services?

Susan J. Winter, T. Grandon Gill
January 1999 **Proceeding of the 20th international conference on Information
Systems ICIS '99**
Publisher: Association for Information Systems

Full text available: pdf(314.11 KB)   Additional Information: full citation, references, index terms

7 WebShaman: shared virtual prototypes for product designers in the World Wide Web

Tuomo Tuikka, Marko Salmela
April 1999 **ACM SIGGROUP Bulletin**, Volume 20 Issue 1
Publisher: ACM Press

Full text available: pdf(579.22 KB)   Additional Information: full citation, abstract, citings, index terms

We present WebShaman, a virtual prototyping application which shows how the work of
electronics and telecommunications product designers can be supported using the World
Wide Web. We describe a concept design session where two or more electronics product
designers and their customers work on a design object such as a future mobile telephone.
WebShaman demonstrates the computer support of synchronous product concept design
over the WWW. The system represents the design object as a three-dimension ...

Keywords: World Wide Web, product concept design, shared virtual prototype

8 Research contributions: The impact of culture and gender on web sites: an empirical
study

Steven John Simon
December 2000 **ACM SIGMIS Database,** Volume 32 Issue 1
Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index

Full text available: pdf(1.88 MB)   terms

The growth of electronic commerce, in particular business-to-consumer, has been explosive during the last few years. Until recently, the Web community has been a male dominated western-oriented society, with the design of Web sites reflecting that homogenous audience. Using an adapted version of Hofstede's dimensions as a means of differentiation, this study explores the perception and satisfaction levels of one hundred and sixty subjects on four web sites. Analysis indicates that perception and ...

Keywords: Hofstede model, e-commerce, gender differences (satisfaction & perception), web site design

9 Section 05: home and neighbourhood: Of maps and guidebooks: designing geographical technologies
Barry Brown, Mark Perry
June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques DIS '02**
Publisher: ACM Press

Full text available: pdf(56.83 KB)   Additional Information: full citation, abstract, references, citings, index terms

Researchers and designers are increasingly making use of geographic location in designing context-aware computer systems. However, there has been little conceptual work on how geography interacts with technology. In this paper, we use the concepts of "place and space" to explore how technologies are used geographically and how they impact on, and are used in, the physical environment. Fieldwork with tourists using maps and guidebooks shows how technology brings space and place together in activi ...

Keywords: context-aware computing, ethnography, geography, place and space, user studies

10 Experiences in developing collaborative applications using the World Wide Web "shell"
Andreas Girgensohn, Alison Lee, Kevin Schueter
March 1996 **Proceedings of the the seventh ACM conference on Hypertext HYPERTEXT '96**
Publisher: ACM Press
Full text available: pdf(2.36 MB)   Additional Information: full citation, references, citings, index terms

Keywords: HTTP server and clients, World Wide Web, awareness and familiarization, collaborative application, community of users, design intent, forms and scripts, portholes, rapid prototyping, work groups

11 Adaptive pull-based policies for wide area data delivery
Laura Bright, Avigdor Gal, Louiqa Raschid
June 2006 **ACM Transactions on Database Systems (TODS)**, Volume 31 Issue 2
Publisher: ACM Press
Full text available: pdf(680.22 KB)   Additional Information: full citation, abstract, references, index terms

Wide area data delivery requires timely propagation of up-to-date information to thousands of clients over a wide area network. Applications include web caching, RSS source monitoring, and email access via a mobile network. Data sources vary widely in

their update patterns and may experience different update rates at different times or unexpected changes to update patterns. Traditional data delivery solutions are either push-based, which requires servers to push updates to clients, or pull-based ...

Keywords: Pull-based, caching, data delivery, update models

12 Proceedings - only: Towards a real-world wide web

Tim Kindberg, John Barton

September 2000 **Proceedings of the 9th workshop on ACM SIGOPS European workshop: beyond the PC: new challenges for the operating system EW 9**

Publisher: ACM Press

Full text available: pdf(39.11 KB)   Additional Information: full citation, abstract, references

As computer hardware shrinks and lightens and as communications becomes cheaper and more widely available, we have new opportunities for software systems to support *nomadic* users of *ubiquitous* or *pervasive* computing services [16, 24]. We are interested in systems that support interaction with the physical world wherever users happen to be. More and more things in the physical world, such as our cars and domestic appliances, are becoming "smart". Users need a convenient frame ...

13 Analysis of lexical signatures for improving information persistence on the World Wide Web

Seung-Taek Park, David M. Pennock, C. Lee Giles, Robert Krovetz

October 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(808.10 KB)   Additional Information: full citation, abstract, references, citings, index terms

A <i>lexical signature</i> (LS) consisting of several key words from a Web document is often sufficient information for finding the document later, even if its URL has changed. We conduct a large-scale empirical study of nine methods for generating lexical signatures, including Phelps and Wilensky's original proposal (PW), seven of our own static variations, and one new dynamic method. We examine their performance on the Web over a 10-month period, and on a TREC data set, evaluating t ...

Keywords: Broken URLs, TREC, World Wide Web, dead links, digital libraries, indexing, information retrieval, inverse document frequency, lexical signatures, robust hyperlinks, search engines, term frequency

14 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB)   Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

15 The WebBook and the Web Forager: an information workspace for the World-Wide

Web
Stuart K. Card, George G. Robertson, William York
April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground CHI '96**
Publisher: ACM Press
Full text available: pdf(2.32 MB) html(33.10 KB)   Additional Information: full citation, references, citings, index terms

Keywords: 3D graphics, World Wide Web, information access, information workspace, user interfaces, workspace

16 Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**
Publisher: ACM Press
Full text available: pdf(613.63 KB) html(2.78 KB)   Additional Information: full citation, references, citings, index terms

17 Discovering Internet marketing intelligence through online analytical web usage mining
Alex G. Büchner, Maurice D. Mulvenna
December 1998 **ACM SIGMOD Record**, Volume 27 Issue 4
Publisher: ACM Press
Full text available: pdf(772.06 KB)   Additional Information: full citation, abstract, citings, index terms

This article describes a novel way of combining data mining techniques on Internet data in order to discover actionable marketing intelligence in electronic commerce scenarios. The data that is considered not only covers various types of server and web meta information, but also marketing data and knowledge. Furthermore, heterogeneity resolution thereof and Internet- and electronic commerce-specific pre-processing activities are embedded. A generic web log data hypercube is formally defined ...

18 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**
Publisher: IBM Press
Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

19 Blazing the trail: design considerations for interactive information pioneers
Jafar Nabkel, Eviatar Shafrir
January 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 1
Publisher: ACM Press
Full text available: pdf(1.65 MB)   Additional Information: full citation, abstract, index terms

Electronic information is proliferating at an exponential rate with limited concern for

design or usability. Thousands of people yearly are adding dynamic information to the World Wide Web while hundreds of thousands more "surf" the Internet through Mosaic and other services. Periodicals, encyclopedias, and even news services are now published electronically. CD-ROM titles are replacing software on merchant shelves.Each of these forays into the electronic information frontier present opportuniti ...

20 Integrating electronic and technology dimensions into an advanced business elective course

Srinivasan Ragothaman, Kumoli Ramakrishnan
February 2002 **Journal of Computing Sciences in Colleges**, Volume 17 Issue 3
Publisher: Consortium for Computing Sciences in Colleges
Full text available: pdf(49.54 KB)   Additional Information: full citation, abstract, references, index terms

This paper discusses the experience of a small Midwestern University responding to the rapid developments in the business world related to the pervasive role of technology and e-Business. Pending creation of an e-Business program, a pilot course involving the various stages of creation of e-Ventures - from "Ideas to Implementation", was developed and team-taught by three tenured faculty members at the University. Twenty-four students enrolled in the "Electronic Ventures" course were required to ...

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